M/S DIGITAL ART-VIRTUAL WORLD SCULPTURE

Remember there are several components of assessment for this task, so you must ensure that you are covering all of them to the best of your ability.

1. Outline what a sculpture is. In your explanation, discuss how it differs from other artforms.
2. Explain what the term ‘terraform’ means?

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| Virtual World Assessment Grid | EX | VG | G | S | BP | UG |
| Visual Diary work | | | | | | |
| 1. Ability to create and provide annotation about a minimum of three different textures made from ‘conventional’ art making techniques. |  |  |  |  |  |  |
| 1. Ability to provide **visual** and **written** evidence of the **development** and **refinement** of your sculpture through the production of **screen captures** and **annotations**. |  |  |  |  |  |  |
| Creation of textures | | | | | | |
| 1. Demonstrate the ability to create a diverse range of textures using a variety of art making methods, including:  * Capturing textures photographically. * Creating a variety of textures using ‘conventional’ art making methods. * Creating a variety of textures using a range of computer programs. These may include Artrage, Paint, Photoshop.  1. Demonstrate the ability to upload at least three ‘original’ textures to your inventory through screen captures and annotation. |  |  |  |  |  |  |
| Selection of area in Kananook for terraforming to build a virtual sculpture. | | | | | | |
| 1. Demonstrate an ability to select an area of land to terraform in Kananook, using the co-ordinates. |  |  |  |  |  |  |
| 1. Ability to terraform your selected environment while considering the following points:  * How the work will relate to the work of other class members. * How the environment will be used to enhance the viewing of your work. * Ability to consider how the avatars will be able to access your work while moving in the terraformed environment. |  |  |  |  |  |  |
| Creation of a virtual sculpture | | | | | | |
| 1. Ability to create an original and highly creative virtual sculpture. |  |  |  |  |  |  |
| 1. Ability to use a minimum of two of your individually created textures to enhance the visual qualities of your sculpture. |  |  |  |  |  |  |
| 1. Ability to carefully consider the use of at least one other art element in the creation of the virtual sculpture. |  |  |  |  |  |  |
| 1. Ability to consider and make decisions on how your virtual sculpture will be presented. This work should include how the avatar will view and interact with the artwork. |  |  |  |  |  |  |
| 1. Ability to provide a didactic panel with key pieces of information about your sculpture, including who made it. |  |  |  |  |  |  |
| Creation and the publication of a virtual worlds tutorial | | | | | | |
| 1. Ability to create a ‘visual’ tutorial demonstrating a technique/skill or function of any aspect of working in the virtual environment. |  |  |  |  |  |  |
| 1. Ability to upload the tutorial in a ‘compressed’ file format on the Wikispaces site. |  |  |  |  |  |  |